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Subject: Re: [PATCH v3 03/16] slab: Ignore the cflgs bit in cache creation

Posted by [Christoph Lameter](#) on Tue, 18 Sep 2012 15:20:11 GMT

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On Tue, 18 Sep 2012, Glauber Costa wrote:

> No cache should ever pass that as a creation flag, since this bit is  
> used to mark an internal decision of the slab about object placement. We  
> can just ignore this bit if it happens to be passed (such as when  
> duplicating a cache in the kmem memcg patches)

If we do this then I would like to see a general masking of internal allocator bits in `kmem_cache_create`. We could declare the highest byte to be the internal slab flags. SLUB uses two flags in that area. SLAB uses one.

F.e. add

```
#define SLAB_INTERNAL 0xFF00000000UL
```

to `slab.h`.

Then the flags can then be masked in `mm/slab_common.c`

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